Direction flag

The **direction flag** is a <u>flag</u> that controls the *left-to-right* or *right-to-left* direction of <u>string</u> processing, ^[1] stored in the FLAGS register on all x86-compatible CPUs. ^[2] It is bit number 10.

This flag is used to determine the direction ('forward' or 'backward') in which several bytes of data will be copied from one place in the <u>memory</u>, to another. The direction is important mainly when the original data position in memory and the target data position overlap.

- If it is set to 0 (using the clear-direction-flag <u>instruction</u> CLD) it means that string is processed beginning from lowest to highest <u>address</u>; such <u>instructions</u> mode is called *auto-incrementing* mode. Both the <u>source index</u> and <u>destination index</u> (like MOVS) will increase them;
- In case it is set to 1 (using the set-direction-flag instruction STD) the string is processed from highest to lowest address. This is called *auto-decrementing* mode.

x86-instruction	Meaning	Flag	Notes	
			Direction of string processing	Mode title
CLD	clear direction flag	0	lowest-to-highest address	auto-incrementing
STD	set direction flag	1	highest-to-lowest address	auto-decrementing

References

- 1. 3.8.1 Carry and Direction Flag Control Instructions (http://www.logix.cz/michal/doc/i386/chp 03-08.htm)
- 2. Direction Flag (http://msdn.microsoft.com/en-us/library/7td56tzs(VS.80).aspx) at MSDN

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